left wheel. This mapping example can be used to play simple games, such as telling the user to replicate the robot's left arm and wheel movements by activating sensors to control the robot's right arm and wheel movements. A second simple game example is to tell the user to execute a movement, then the game environment mirrors the movements when they are correct. Accordingly, in this mode of operation, the game/story and the user each have limited control of the physical controls of the robotic apparatus and the game/story controls the auditory functioning.--

Please replace the paragraph beginning at page 34, line 9, with the following rewritten paragraph:

-- As shown in Fig. 31, the operator may make adjustments to the sensors and motors of the robotic apparatus prior to or during a session. Fig. 32 is an illustration of a graphical user interface 1280 presented to the user upon selection of link 1262 or link 1271 in Fig. 31. This graphical user interface 1280 provides the operator the opportunity to adjust the settings governing the relationship between the robotic apparatus, the user, and the assessment environment. In particular, the operator is presented with a link to set mapping protocols between the sensors and motors 1282, a link to set thresholds and gains associated with the sensors and motors 1284, and a link to calibrate the sensors and motors 1286. Each of these links are discussed above and shown in the associated drawing figures.--

II. In the claims:

Please amend claim 1 as follows:

1. (Amended) A robotic apparatus comprising:
   (a) a robot comprising a controller adapted to process a signal to an actuator;
   (b) a dynamic feedback control system between a user and said robot, said control system having a sensor in communication with said user to sense input of said user and to communicate a signal of said sensor with said robot; and

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